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a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information, wireless receiver circuitry for receiving controller information, and a vibrating member; and

a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information from the game controller, said console interface including wireless transmitter circuitry for wirelessly transmitting controller information to the game controller, said controller information including control signals for activating said vibrating member.--

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14 --27 (Three Times amended)

A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:

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a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information, wireless receiver circuitry for receiving controller information, and a connection port for receiving a vibrating member; and

a console interface having wireless receiver circuitry for receiving the game information, from said game controller, said console interface including wireless transmitter circuitry for transmitting controller information including control signals for activating said vibrating member to said game controller.--

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Please add new claims 68 and 69 as follows:

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--<sup>17</sup>~~68~~. (New) The wireless control unit according to claim <sup>8</sup>~~20~~, wherein said game information includes an auto activate start signal, said console interface detecting said auto activate signal and modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated in response to the received activate signal.-

--<sup>18</sup>~~69~~. (New) The wireless control unit according to claim <sup>14</sup>~~21~~, wherein said game information includes an auto activate start signal, said console interface detecting said auto activate signal and modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated in response to the received activate signal.-

#### REMARKS

Applicant respectfully requests consideration an entry of the following amendments after allowance and in accordance with 37 CFR §1.312.

Applicant has corrected the cross-reference to related applications which now properly recites the parent application abandoned in favor of this application. Support for this amendment can be found in the file history of the application. A new page 1 incorporating this amendment is attached to this amendment.